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GAME MANUAL



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ATARI INFO CONSUMMATEUR

36 68 00 16 02, 19 F (LA MINUTE)

Read before using your Atari video entertainment system

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Caution: In those patterns, in flashing words on a television screen or while playing video games may include an epileptic seizure. In some of these individuals, certain conditions may include previously undetected epileptic seizures even in persons who have no history of epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you suspect any of the following symptoms while playing a video game — dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any threatening movement, or convulsions — IMMEDIATELY disconnect use and consult your physician before resuming play.

WARNING to owners of projection televisions

Full screen images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen project or televisions.

This product has been rated by the Entertainment Software Rating Board

For information about the ESRB ratings or to request a complete list about the appropriateness of the rating, please contact the ESRB at 1-800-771-3070.

FLIP OUT!

JAGUAR® 64-Bit Interactive Multimedia System Game Manual



Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional restos during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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FlipOut!

I Pomoshal X VII First Serbo
to King Fluffy of the Cheese Planet (the
Planet Pôrbma) in our native
language), have been allowed to write
this book for you. In this book I describe our
planet, our customs, our vocations, and
our eating habits. I do this for you because
you have been invited to join the Great Tile
Flipping Festival. This is the greatest of
our contests, and it influences the lives
of everyone on Pôrbma.

Getting Started

1. Insert 1 of our JGIVE Flyout cartridges into the cartridge slot of your Jaguar G-ED Interactive Multimedia System.
2. Press the POWER Button.
3. Choose either YES/GO or OPTIONS on the TITLE Screen.
4. Press any FLEX BUTTON to select.

Memory Save

Flash saves, saved games, and saved settings are retained in the cartridge even if you have turned off your Jaguar G-ED Interactive Multimedia System. The cartridge will store up to 10,000 changes. After 10,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press *, option, and + simultaneously while on the Flyout title screen.

Gameplay



In the purest form
of the Great Tile
Flicking
Festival there

is a 3 by 3 grid filled with tiles, with each of these 9 tiles
intending to at least one space. The tile base is underneath
the tiles. There is one extra tile that does not belong on the
play board. You must match each tile with its proper space.
All classes of the arena will play in much the same way
as the Great Tile Flicking Festival, although things will
be different and become more complex.

Controls



You select the music with a CD and you can flip the wrist and if the disc reverses the next song should load. I can allow you to record what you're playing to the flip a disc and the you can do that the flip is where the first the wrist band.

As the face button 1 plays the same music play, sometimes the 1 button is where you can adjust the volume. Volume you can adjust the whole volume by pressing the 2 button. You can also use the other button (sometimes play) to set the volume of everything and music, song and has a screen or return if the song returns.

Saving & Loading a Game

To save a game, select **Wii Game on** the upper menu, enter your initials in one of the five name slots and press the **FREEZE** button. Your game and difficulty level will be saved through the last level you completed. To load a saved game, select **Wii Game on** the upper screen and choose from the available saved games. You can change the difficulty level of your saved game by pressing the **D** button in the difficulty select screen, following the **Wii Game on** screen.

Map Screen

The map screen shows you all of the places you will visit during the Great Yrie Pilgrimage Festival. You will not be able to visit a new location until you complete the previous area. The citizens of the festival like to start the festival day in their home world, so the first location is always the Chosen Planet. If you are experienced in the Great Yrie Pilgrimage Festival, you can use the **JOYCON** to move around the different locations. Press any **FREEZE** button to select an area.

The Vacations

Citizens of Planet Earth live like it or not from their busy lifestyle every so often, and visit the planet earth while we're on earth we visit places like Yellowstone National Park, Mount Rushmore, and Easter Island. However, we are creatures of habit, and we just feel the need to fly there.

When we visit Yellowstone, our favorite attractions are the geysers. We visit the area around the geysers to match our steps with the same way that the like in the Great Tule Festival Festival match the Tule Birds.

When we visit Mount Rushmore we would help but take advantage of the natural, flammable nature of the forest in the mountains. Your task is to put the forest back into the proper order, without dropping any of the forest.

Finally, we visit our favorite place—Custer Island. At this beautiful island paradise we go back to a more traditional tile pool, but we involve the fascinating pools that are all around Custer Island. We put the back row of tiles into the mouths of the pools and we make the mouths open and close. The cursor cannot move directly from pool to pool, nor can the cursor move into or out of a pool unless the mouth is open.



The Dining

When the citizens of Grand the-bury come home, we visit the Spetch River. The casino at the Spetch River is the best of all the Cheek River, but the food has to match the skin of the citizen eating the food otherwise, the food becomes inedible and rarely your task is to match the proper food to the properly eating citizens.



Planets Hoopla and Pigskin

One time, the citizens of the Cheese Planet got bored. We decided to all stop working to our lives, so we moved the Great Tilo Flying Festival to different planets for a change of scenery. On these planets, the spectators are much rarer, and there are even more competitors to play against.



The Zero-Gravity Arena

This arena, created in the mid- of the thirteenth century, is one of the greatest challenges of the Great The Olympics Festival. No citizens can view the Zero-Gravity challenge in person, but with the marvel of modern technology, they can still watch from the surface of the planet.

The play is the same you must match the tiles to the proper position on the board. However, there are never three bricks and many more tiles to keep track of.



The Fluffy Encounter

As spectators are allured at the Festival of Fluff, King Fluffy challenges you to see him in the master of The Fluffines. He will use all of his knowledge and experience to keep you from replicating him as not only the Greatest of The Fluffies, but also as King of Moral Thinking.



The Citizens of the Cheese Planet

There are several classes of citizens on the planet Cheesing, and their work in society is based on how well they play in the Great Tilt Flippings Festival. From the spectators to the competitors to Knead Fluffig, all citizens participate in the Great Tilt Flippings Festival.

Most of the citizens of Cheesing come to the Great Tilt Flippings Festival as simply to watch. These spectators wear aprons, skirts, and/or the aprons for easy identification. Although they may wander out onto the playtime field, they usually avoid interrupt the game. The other class of citizen, the competitors, wear red skirts, and they need to be watched carefully.

You have been given a place in the computer class, the same social class as the real citizens. The computer citizens gain status within their rank by causing you to drop a file. You gain status within your rank by putting all the files in a folder into the proper place on the file board.



The Competitors

The Rodeo Rider

The rodeo rider was accidentally left stranded in Lander, Oklahoma on one of his visits to earth. While trying to fit in with the local culture, he got a job at the local rodeo as a clown. Quickly tired of this boisterous lifestyle, he decided to try bull riding instead. When the citizens of Steedburg visited earth again, they picked up the rodeo rider,

and he entered the Tie Flying Festival with his ranch-hand skills. The rodeo rider will catch onto a tile and prevent the tile from flying into the air. In order to knock him off, you must try to fly the tile to go on several times until he loses his grip.

The Red Baron

Through a fun of deception and a race against time, the Red Baron has mastered the secrets of short unassisted flight so will jump into the Tiki Bowl and act as one of the tiles, I encourage you to keep at least two tiles in the air while he is in play. After a few flights he gets tired and returns to the sidelines until he is ready to fly again.



The Tile Eater

A member of the wild Federally and Circus Sideshow was named the Tile Eater. The Tile Eater can swallow a variety of objects that are the same size as he is. When he tired of amuseing the circus crowd, he decided to improve his standing in the community and become a competitor. When the Tile Eater eats a tile he orders play as a tile gamester, because the tile is owned by the eater, it never belongs in a game on the board once the eater is stopped a few times he will release the tile into play and go back to the sidelines until he hunger's again.



The Cursor Decey

Although the

subrace party of the chosen

planet is based on their traditions in the Tish Hyynges

Festival the old subrace class, which is a predatory
zooming, still exists (although they don't really do much
these days other than attend parties and appear in
the names)

one member of the old subrace class (also known as the
O.V.) decided to join the rest of society and enter into the
Great Tish Hyynges Festival this is the cursor being to con-
vert himself into an almost exact duplicate of a cursor
Although he can be dangerous, he has not got much of a
threat unless he is ignored for too long. If he is not flipped
off the boat he will start flapping this off the boat



The Tile Flipper

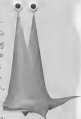
1 month 1 December Day, the Tile Flipper was not fortunate enough to be born in the 20th century. He worked in factories all his life until he heard about his cousin's change of career. Inspired by his brother-in-law, the Tile Flipper left the factory and went into the Great Tile Flipping Festival. Although not as talented as his shape-shifter cousin,



the tile flipper works in the factories with his muscles to the point where he is able to throw the tiles gracefully into the air.

Googy

Googy is one of the strangest-looking citizens of the chess planet so lives in the thorny underground with his unique shape and excellent jumping abilities. Googy acts as a tile in the same way as the red Pawn, but he is not affected by your The Hypnotic Cursor instead



Googy will jump up for a few jumps when he sees an opportunity, and after a few jumps Googy will go back to his place off of the board until he decides to jump in again.

Corky

Corky is a Specialty Competitor that lives Yellowstone National Park.

Born in the mountains of Montana, Corky was raised by wild GeyserBanks—the most dangerous of all wild animals in the chase floral the banks, with their lightning-quick reflexes and voracious thirst for Geyser water, will stick their heads into Geysers and block the Geysers natural spray, destroying the natural beauty natural in the water.



During the contest at all visitors, Corky will interrupt a Geyser flow and prevent you from enjoying the visitation. After a few attempts to stop, Corky will jump back to the side and direct the visitors that he absorbed.



Graffiti Master and the Janitor

A struggling art student, the
Graffiti Master found his true
calling in the Great Tole
Hyperia Festival at

and discovers The Graffiti
Master says, "With the right
Graffiti, you can transform
you from a poor, struggling
poor until the Janitor
changes them."



Sluggo

The owner of the Sphorick Store is too busy with his restaurant to participate in the Great Tree Flying Festival, but the tree council has permitted him to allow his son, Sluggo, to participate for him. While in the Sphorick Store,



Sluggo will jump into a river's tail,

preventing you from flying the f i n that tail.
Trying to fly Sluggo will only make him slug slower,
so it's best just to leave him alone.

The Wizard

The Wizard takes advantage of the magical personal energy on Under Island to perform a couple of tricks to make your flyings more challenging. First, to freeze the ice plane, forcing you to break through the ice with several flips before you can fly the tile forward, he points a wand that flies to freeze the ice
- & wait you fly them



Space Slime

The Chosen Planet is now an orbital belt. The water-breathing citizens of Nerberry, the Space Slime make their home in this belt. These citizens can withstand the lack of

temperature and atmosphere associated with space, and thus are the perfect candidates for competition in the Zero Gravity arena. They loiter along the banks of the arena flippers like as they are, and try to prevent you from

maneuvering the time they temporarily disperse into space when you fly them, but they reform quickly.



King Fluffy

supreme
ruler of all
things.

King Fluffy is the
Commander of The
Feynax Army with
these astonishing
magical spells. He is
prepared to battle to keep
his title as King of
The-feynax King
Fluffy can freeze



tiles and change their color to match the same way as the
Wizard gnomes, King Fluffy can freeze and change color
on a much smaller scale than the Wizard can. In addition,
King Fluffy will take advantage of the fact that he can
fly the tiles, and he won't just fly these tiles at the
backstage of the arena. You will need all the help
and skill you have to beat King Fluffy at the
Great Tile Feynax Festival

Advanced Play: Difficulty Levels

When you feel you're becoming good enough at the Great Tiki Flypin'g Festival, you can try for advanced play. The first play modes are Normal, Semi Insane and Psychotic. In the first level, the tiki are different colors while being shaped, but the same color when they land. In the Insane level, the only difference is that the tiki are the same color at all times. You will only know where the tiki are by following them in the proper place and seeing their flash. Experimentation will be very important on this difficult level.

The most difficult level is the Psychotic level. When playing in Psychotic mode, the tiki are still about the same, but they will only flash once when they are in the proper place. You will be forced to experiment to get the tiki in the proper place, then remember which tiki are in the right place so that you don't fly them again. Once you defeat Kineo Fluffy on the Psychotic level, you will truly be the Grandmaster of the Great Tiki Flypin'g Festival and Kinetic of the Planet Theborea.

Credits

Executive Producer

John DeMott

Producer

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Original Concept by Art Director Incorporation

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